

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (Canceled).

2 (Currently amended). The gaming system of claim [[1]] 16, wherein said secondary game comprises a matrix type game.

3 (Currently amended). The gaming system of claim 2, wherein, in said matrix type game, upon positioning at least two first game pieces along a line including at least one second game piece, ~~a first~~ the gamer captures at least said at least one second game piece.

4 (Currently amended). The gaming system of claim 3, wherein, upon said positioning, the ~~first~~ gamer also captures said at least two first game pieces.

5 (Original). The gaming system of claim 3, wherein said at least one second game piece is captured when said at least two first game pieces are positioned adjacent to and at opposite ends of a single second game piece or a sequence of linearly arranged second game pieces.

6 (Original). The gaming system of claim 3, wherein said at least one second game piece is captured when at least three first game pieces are positioned in-line with said at least one second game piece.

7 (Original). The gaming system of claim 3, wherein, upon being captured, said at least one second game piece is removed from said matrix.

8 (Original). The gaming system of claim 3, wherein, upon being captured, said at least one second game piece becomes a first game piece.

9 (Currently amended). The gaming system of claim 3, wherein the ~~first~~ gamer is provided with an award for each captured game piece.

10 (Original). The gaming system of claim 9, wherein said award associated with each game piece is a fixed amount.

11 (Original). The gaming system of claim 9, wherein said award associated with each game piece is an amount that has been wagered on that game piece.

12 (Original). The gaming system of claim 9, wherein said award associated with each game piece is based on a result in said primary game that resulted in placement of that game piece.

13 (Currently amended). The gaming system of claim 3, wherein, upon said positioning said at least two first game pieces, the ~~first~~ gamer has an option to prevent capturing of said at least one second game piece.

14 (Currently amended). The gaming system of claim 13, wherein, upon positioning at least one additional first game piece along said line, the ~~first~~ gamer recaptures at least each second game piece located along said line.

15 (Currently amended). The gaming system of claim 14, wherein, upon recapturing at least each second game piece located along said line, the ~~first~~ gamer is provided with an award for each captured game piece and an additional award for previously preventing capture of said at least one second game piece.

16 (Previously presented). A gaming system, comprising:

a primary game; and

a secondary game of mental strategy, in which a gamer takes a plurality of turns, each turn of said secondary game being awarded upon the occurrence of at least one of a predetermined event in said primary game and a particular result during play of said primary game, wherein, upon receiving a turn in said secondary game, the gamer is permitted to prevent other gamers from taking turns for a specified period of time.

17 (Original). The gaming system of claim 16, wherein said specified period of time is based on an outcome of said primary game.

Claims 18-55 (Canceled).